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THE WORTHERN KREMISPHERE

There are eight areas to explore in the conquer before finishing the game. Rumor has Northern Kremisphere. Not counting Bear it—and it might just be simian senility—that cabins, Secret Caves or major baddie hang- Cranky Kong covered all the levels and found outs, that means you have over forty levels to everything in five hours and fifteen minutes!



- Wrinkly's Save Cave Blunder's Booth Bramble's Bungalow
- Funky's Rentals
- @ Bazaar's General Store @ Barter's Swap Shop

Lake Orangatanga

through levels comprising mater, snow, and dark and droary dwellings



Cotton-Top Cove

With its bubbling trip of pro turusque waterfalls, Cotton Unfortunately, the Kremings Perhans this earliers why files







The fearen wastes of K3 never the any season except whose maintain a steady footing on the ice, aspecially when you heve to same over shiften



Kaos Kore

le in the shadowy heart of the Saos Korp Anentire ermy of Kremines quard the country side surrounding the foreboo no fortress Baltle Bear is working on deciphering a help has out



Kremwood Forest

A river rues through the middle of Kremmercod Forest Breigh Figure 15 the chartogon swittener

Mekanos

The took terrors licking emong the rested rans on the Mekanos are not for the fond of heart. This world contain some of the touchest challenges in the pame, a specially when you're searching for



Razor Ridge

Serrated spines scrape the blosted belies of the clouds would be a scerec place to visit if there weren't so meny creesy officiers funding around even disabled Beton Beer's



Krematoa

Those who believe that the Noted Lost Lend of Krematoe really gosted think that the





Monkey Business

Although there are only a few new moves in Donkey Kong Country 3, the ones carried over from the previous games have been polished to perfection. It's also refreshing to

note that Kiddy and Dixie have some real differences in their abilities. Divie is arguably the better all-around character, but in the hands of an expert player, Kiddy's specialized abilities really shine.







Wild Ride

Door can ride Kiddy saxt Mar a barrel of You





Unfortunately, this fun move is useful in only a few areas of the game. SPECIALTY MOVES



is useful in a couple levels



Helicopter Button to make Door from e jung or from a Non pletform, it's easy to come to a perpoint lending using this slow



THE FAMILY IS BACK

Donkey and Diddy might be off exploring the While these reliable relatives won't join you in island, but Dixie and Kiddy can always find a your adventure, each family member possesshairy helping hand or a word of encourage- es an important skill that can make your junment from other members of the Kong Klan, gle journey just a little bit easier.



Swanky Kong

Swanky Kong is taking his flashy games on the road. Cough up two Bear coins and take a chanceron your choice of three different games. If you're playing in two-player snode, you can compete against your teammate. But watch out if you're playing in oneplayer mode, there's a grumpy

old ape running around hus thing players for Bear Coms.

Cranky Kong

Cranky, the star of the original arcade Donkey Kong game, is spending all his time and money at Swanky's Text. He'll do anything to

show up cheeky apes who dare to monkey around in the test





Head to Head Race to 25 Knock down three more targets

than your opponent and finish with a smile. As you start to take the lead, you'll see your ape's face begin to grin on the graph on the left side of the screen. This is the quickest bonus game to play.



You have one minute to knock down 25 targets faster than your opponent does, if you want to bit

all 25 targets, you can't miss more than twice. Of all of Swanky's bonus sames, the Race to 25 takes the most time to complete.



Endurance

How long can you throw without missing a target? If you're up against Cranky Kong, you'll have to last more than fifty seconds to defeat him. The best strategy here is to keep your character always near the center of the screen.



FRIENDS INDEED

Your animal buds are hiding out in crates and have them join you. Either way, you'll have all barrels, just waiting for a chance to lend a trunk or a wing. Break open their hiding places to change into them temporarily or to

of their special powers at your disposal. With friends like these, you won't have to worry as much about your enemies!



Elephant

Ellie, a newcomer to the DKC linears has an amazine, multi-purpose probosers. You can use her trunk to mill objects to you from far away, even across gans You'll

shoot water with it

Parry the Parallel Bird of

Parry is the second rookie on this but his aerial artics make him an all-stat in our book. Parry follows you overbred wherever you go, picking up otherwise unreachable items

Booty Birds



Squawks the Parrot Two different colored Sournels use their aerial abilities to assist Kiddy and

Diose in their adventures. The garden variety einen weginn hill/sieves Kremlings with eyes at lifty pages, His numle cousin his talons and use them to dive-bamb

Squitter the Spider

With his quick-draw attack webs and keen eyes. Squtter would have felt right at home in the Old West. This web-slinger has an advantage over the cowboys of old, though, and that's his ability to soin plat.



Enguarde the Swordfish

enemy posi-

Enougede the Swordish hervely fits and floats through this, his third DKC adventure. His terrific swimming ability and needle-like bill will make short work of any watery hazards and Kremling hooligans

They've gone down in flames many times new master, KAOS, the Kremlings are pick-

before, but this could be the big break for ing themselves up and dusting off their dirty these arch-villains. Led by their nefarious tricks for one more round of maybem.



MOPTER. Their one ar

to time Yay can use achievement

strategically.

hardy heartless and bent on megoing up the forces to fillege action You Kobbless the unapprediated foot solder in the Kromena focus, but you shouldn't under onference him KRIMP He keeps a low profile.

known to are UTWALL SOLD Krime's shork-like. tee th make honorory vious to rolling attack of



TNT Barrel or a storp on the hea







ROLL OUT THE BARRELS

You'll have a barrel of fun with all the wild and and explode. You'll have to pick up and throw wacky barrels in DKC 3. There are barrels that some of the barrels to break them; others will contain items, transport you, transform you break or activate when you iump into them.

Goodie Barrels Barrals with pictures of your animal founds on them will transform you mgo

the pictured warral when you carp into them. When you break open goods crotes, you'll ride your animal friend.



Jume into Benus Barrels to be transported to Boras Areas There are four types of Bonus Areas Rash the Raddon Collect the Banenas, Collect the Stars and Find the Coin. Most levels 5-1, 5-3 and 5-4 (which have 3) and

TNT Barreis when you toss them against the wall seniorson can rather once a hidden part of the level or elder you to escape

from a tight sout. Wetch out for enemies that shoul



Stay Bayyels Star Ramels made the halfway points of levels. If you break the se barrels, you will be able to restart the evel where they were instead of at the correl starting point if you leave life.

Barrels & Crates Any of these objects make prest amountion to

hur at enemies. Wooden Barrais will break on rues and houses off wells



Invincibility Barrels Bernels end you'll one, it is there for a reason.

Switch Barrels to charge the type of barrel that the nearest enemy is shorten at you Sometimes mel berreis other tenes TMT

Warp Barrels

Warra Berrats are conveniently glaced in most of the levels in the you to puckly bypess these sirepler levels to reach the chal-

Barrel Shields Look for Barrel Shields in the Barral Shold Bust-up level Thes thorowano Minkays as you climb

Barrel Cannons A works were to of burnels and blust was through the exif you jump into them. Some are stationary and some move Export Berrel Carrion marksmanship is assential to success in DKC 3.





BAZAAR OF THE BIZARRE

As you clamber over the cliffs and crawl with special purposes. Don't miss a chance to through the crannies of DKC 3, you'll collect the loot! The items shown below are encounter many kinds of beneficial items, all called out on the maos that follow.

Banana Bunches

Runana Banches give you Raruna Banches are





Bear Coins

Shar Rear Coins ore accented up the odd Bear Com in most secluded corners of the levels or win them if you do well in Swerky's games

Extra Life Balloons

Balloons give you one extra M Green Balloons give you two and the elusive Blue Balloons give you



DK Coins Every level has one

Koin a Kremine guardian of the DK oin You must peneshield to get the DK Com a true video game hero



half earn Rosus Coins for finishen the to blow up boulders in the Lost World.



need to release them all

Benene Birds in ell. end you will

Soul out KINS progress through a level by how many of the KDMG letters you've uncovered. When you get the letter G. you know you're near the end!

K-O-N-G Letters

FUNKY'S RENTEALS

Motorboat unky's bask

will get you to the serrest olded, where you will find Lake Grangetance and the Kremwood Forest.

Hovercraft

Funky Kong provides the vehicles that will allow you to explore The Northern Kremisphere, As Kong family members. Dixie and Kiddy get to rent Funky's wild watercraft free of charge. You will need to find parts so Funky can get his rental fleet up and running, though.

Turbo-Ski



unky will build the have obtained the skee the beases of Cotton-Ton Coun and Mekanos Press the Y flutton for a turbo boost that will enable





your tipket to the ultimate goal of



HOW DOES YOUR FLAG WAVE?

You can learn a lot from the way the flags you've found in a world and which levels are still hiding secrets. To learn to read the flags, check out the examples below. flutter on the man screen. If you look closely, you can tell how many Bonus or DK Coi





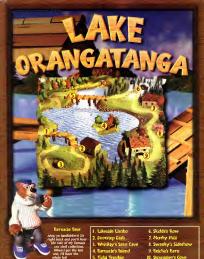
























let on of the handle, the door will start to close slowly, and you'll have only a few seconds to make at to the other side. Press and hold Y while

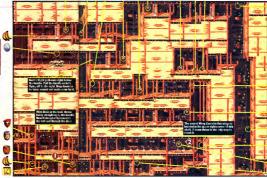
moving to run quickly. Make sure that woulder thoroughly emilored the area woulder in and collected everything there before you move on. Once a door closes behind you, there's usually no way to get back to

the other side!











tough spots Skip to My Lou

With Kaldy as the load, stand on the cross beam connecting the poles. Throw Dave up and to the left If your arm is true, Kiddy will follow her automatically into the Warp Barrel, You can also stand on the edge of the

right and per to reach the



more trouble. You'll have to work against the tide in this stage, but Kiddy's Water Skip will help in some























LAKE ORANGATAN





















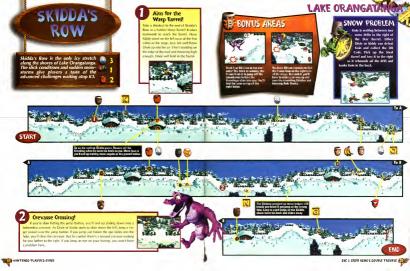
Don't Get Your Feet Wet After you collect the letter N. Water Son or Helicopter Son to the next platform and the second Bonus Barrel. The target platform is at the extreme range of both maneuvers. You can't rump up on either platform straight from the water, and the Knik-Knaks you use to get up on the first platform won't represent upless you're defeated. Be sure to but the Scar Barrel beforehand. If you miss the second platform, let yourself be defeated and start over from the bulliway point.



Always be on the lookout for clues to secret areas and hidplanks just before the flag. Hop into the gap to find a Red Balloon and a Booster Barrel that will launch you back up onto the













the deserted barn at the far end of Lake Orangatanga Unlike other major buildies throughout the rest of the worlds in the game. Belcha won't hurt you if you accidoctably humn into hum In fact. Belcha wants you to bump into him because he intends to bounce you right back outside the barn door. Belcha's one weak spot is his stomach-he's suffering from a bad case of indigestion. Stomp on the barrels as they roll out of Belcha's mouth. Inside each rolling harrel is a brown beetle. Stomp on the insect to turn it upside down, then pick it up and toss it into Belcha's mouth. Don't hounce twice on each bug-that knocks it off the screen. Time your jumps so you can pick up the assert right after una bounce on it the first time. Tossing bugs into Belcha's mouth the beetle will probably bounce of Belcha's forehead and miss. Try throwing Belcha's mouth. Because Kiddy has a stronger throwing arm than Dirac you'll have to adjust the range of your throw depending on which are you've selected. If you keep ravidly feeding Belchs brown bugs, he'll start meling backwards and will

eventually off the platform how quick you

are, you should be able to knock off Belcha with three o four insects. But it no excuse for not blasting Belicha backwards and out of the nurture

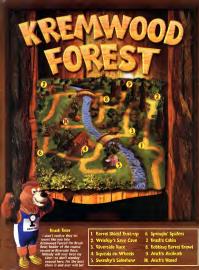
with two perfectly aimed shots.













KREMWOOD FO

BONUS AREAS

Just Say "Nuts!

If Barrel Shield Bust-up is too nutty for you, try warping to the end of the stage Look for the Auto-Fire below the Star Barrel. If you fall into the hole while holding Leit on the

Control Parl, wou'll land in a Warn Ranel that will take you to the end of the stage. Just remember to come back later and collect the DK and Bonus Cornst

Take a Spin to the Second Bonus Barrel

land in Barrel Shield Bustium's second Bonus Area. Use the TNT Barrel on the left wall of the left tree trunk and climb up to the DK Barrel. Select Drue, then unto and Helicopter Spin through the hole on the right. Keep someone picht until you























Jumping Spiders The vellow and red Nids in

Springer! Southers are your former's Stand on them and they will sonne into action, beloing you reach platforms high above your head. You have to be careful when using them though. Sometimes their jumping trasectory will take you penlously close to one of the many fluzzes that unlest the trees. Also note that the

Nids will break barrels you might be carrying if you don't jump











- Rocket Barrel Ride
 - Wrinkly's Save Cave Kreeping Klasps
- 9. Squirt's Showdown
- 10. Bounty Bay





Tidai Tube Turbulence













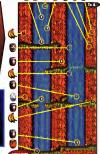
Squeezing, between these two Buzzes is one of the most challenging, jumps in the entire level. The flower Buzz howers in one place while the upper Buzz files up and down. Jump from the barred while the upper Buzz is climbing.

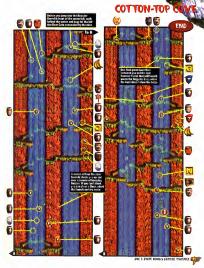
















DIC & DIXIE NONG'S DOUBLE TROUBLE WITH



Tracker Barrels automatically launch elephants and apes skyward and catch them on the way back down. These barrels are great for nabbing coins and dodging high flying enemies.

Kiddy Kan Krush Krumple! It takes a heavyweight age to knock

Knimple Kremlings to their knees Dixie doesn't have a lot of weight to throw around, but Kiddy can crush Let Kiddy abuse the enemies in the





Elephantine Escapades Ellie can't climb like an age, but she

Kramlings out of her path with a trunk

full of water. Hold the L Button to slum

a dook from the falls.

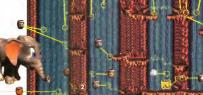
Smarter Than the Average Koin!

Ellie gives you one Steel Barrel to use on Koin, so if you miss, you'll have to try again from the Star Barrel or the beginning of the level. Toss the barrel at the wall on the left, then jump to the right on top of Koin, He'll be holding you up when the





COTTON-TOP COVE



B BONUS AREAS

























Feeding Frenzy!!! Unlike other levels where Nibbla

stalked you beneath the wayes, this featsome fish is your friend in Fish Food Frenzy-as lone as be's being fed Worth Nibble's color-if he starts to turn red, be'll i





COTTON-TOP CO The Last Lurchin Lunch The final Luschin in Esh Food Frenzy is the only only thing you want Nihhla to eat. This last Lurchin guards the path leading up to a Bonus Barrel Munch it,





Nibbla is a hunery fish, but he's nicky about his food. If Nibbla gobbles up one too many Lurchens, he'll turn red and take a nasty bite out of you.







KOIN'S KAVERN

You'll cavin inside Koin's Kavern after you leave Nibhla behind. Jump and throw Dixie up onto the left ledge to reach Kein's secret hidesteal his DK Coin.





SQUIRT'S SHOWDOWN



Stav High and Dry

Squirt's Showdown tests your sumoing skills on the shopery rocks in front of a waterfall. One wrong move and you'll tumble into the mist below. Your first concern should always be your footing Ellie's large feet slide easily on slippery surfaces, and this can be the most challlenging aspect of the entire battle. Plan your leans carefully and target a specific flat broad portion of each boulder where you want Ellie to land. Sourt's noworful water attack rotates around the rocks. Stay ahead of the water spout by iumning across the rocks ahead of the geyser Whenever Squirt un't trying to wash you away with his water spout. load up Ellie's truck with water. You can do this by holding Down on the Control Pad while pressure the A Button or hy

pressing the L Button while standing near the falls. Loading water can take a

few seconds, so make sure you do it when there is no threat of being washed away Soray water into Smuth even whenever he peeks out from the waterfall. Your sumping skills and nationed play a larger role in this battle than fast reflexes or accurate shooting. Take your time and jump and spray water whenever you're not in dancer of falling off the falls. As you property through the fight Sound's attacks will last longer, but if you stay ahead of his dangenus wall of water you'll have no neithless remaining high and dry. Once you defeat Squirt you'll find a sky. If you already have two skis. go back to Funky's Rentals and give the skis to









Fire-ball Frenzy Bazooka's Barracks Z Biazing Bazukas Demolition Drain-pipe 8. Low-G Labyrinth

Swanky's Sideshow

Ripsaw Rage

9. Kaos Karnage

10. Sky-High Secret



Incoming!

flaming round every few seconds, and it will seem at first that you can't slip by without setting hit. Once the fireright through it without arrange a unale harr By the second half of the stage, Karbine will be joined by a whole squadron of his crones. If you at once, listen for the boom of their guns to get an idea of their attack partem before you charge ahead

Karbane's fireball thrower spits out a



TIGHT FIT With Kein so close to the edge and Karbine hovering above, it's difficult to take the Steel Barrel over to the left side of the platform, just make a small hop onto Kein's shield, then throw the barrel to the right to house it off the wall





START







A pair of angry Kerbines will foliow





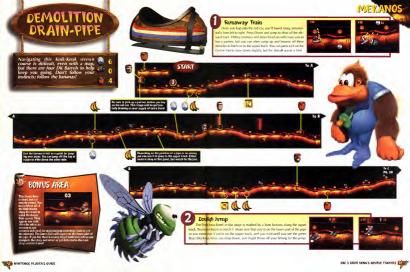
FNC













Ouick Response

Up until now, you've probably learned to avoid the pits along the bottom of the pipe. (You can jump out of them safely, but the timing is tricky I in this case, you should bounce off the Knik-Knak to avoid the first rist, then immediately drop down into the second one. A single banana in the middle of the pit marks the location of a Bonus Barrel.





Compared to the rest of this grueling stage, getting the DK Coin payoff will be child's play. When you reach the end of the course, bog up into the Auto-Gre Barrel to reach the upper pipe Grab the Steel Barrel on the right and jump over the gap to the















High or Low Road? You can take either the upper or lower path to pick up the letter G, but

either way, timme is crucial. You can boost yourself to the upper track and then drop down after the first pit, or you can jump over the pipe and then sump again immediately to clear the first pit. Jump just as you're collecting the letter G to avoid the second oil.







snace trock, all is one mation

RIPSAW RAGE

Sawdust Memories

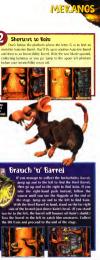
There's a hope saw that will follow you as you make your way soward, and if you diffedably too lone in one soot, the mlines will be having chooped age burgers for lunch! Keep











FND

555



TNT Junction

the TNT Barrol in the alcove above. fives Buzz that's blocking the shaft out the Bonus Area, you'll mappear farther along in the stage than you might expect. You'll pop in at the bot-









The Kremlings have somehow reduced the force of gravity in this maze, which will both slow down and exaggerate all of your movements. Scout ahead and plan each jump carefully

LOW-G LABYRINTH

Claw Cargo

Press the Y button to pick up barrels, then use them to clear any pasty hugs to the side or below. To bit oncoming enemies, flap towards the target, then top the Control Pad in the opposite direction. The barrel will be facing your enemy when you collide











Komputerized Karnage

The ereat and powerful Kaos is not one to let his Krem underlings do all the work, Here it is, only halfway through this adventure, and he's already getting his mechanical mits dirty trying to turn you into scrap! Kaps will first try to toost you with powerful blasts from his set engine. Stand in a corner and jump as high as you can when his afterburner locks in hone'll hear his engine spooling up aux before the enhaust mans out). Don't try to sun beneath hm then or you'll become a Krisgy Konz. When he pauses, sump up on the blades that whirl around his body and stome on his head you, but they'll try to keep you from scoring a he After you hit him three times, his belimet will the off and hower nearby, but his attack pattern will remain the same for one more must. Hit him one more time. Now Kans's battle systems will finally respond to your actions and download some new tactics for him to try. As Kaos hovers above you, his helmet will target you with a remote control laser. Dodge the laser blasts as best you can the belmet's visce wall alose brighter as it prepares to fire) and attack Kaos again when he pauses. Be sure to strike him squarely on top of his head:

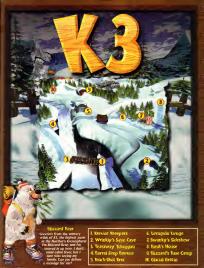
side, you may just bounce off, and the bit wors't count Two more hits will crash Kaos's operating system, but you can be sure that once he gets an upgrade, he'll be back for more!











KREVICE KREEPERS

The Klasps in Krevice Kreepers are more intelligent than the boring barrels you hung out with in Cotton-Top Cove. These explosive Kremlings chase their prey across the high wires





Of share in 25 secretar in the secretary secre

......

KOIN'S KREVICE

Have Kiddy throw the Steel Barrel up to the right and runs back to the left as the barrel rolls along the overhead passage. It's hard to get ahead of the barrel, but it you use Kiddy' roll, you will come



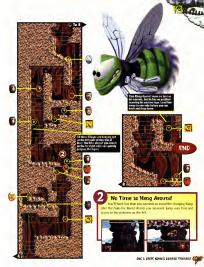
Klear the Kreepy Klasp

You'll have to fake this Klasp our before you can reach the first Borus Barrel. Wast on the far right side of the upper rope until the Klasp is directly below you. Hurry left and jump down on to his rope. If you're fast enough,

klisp can catch up.

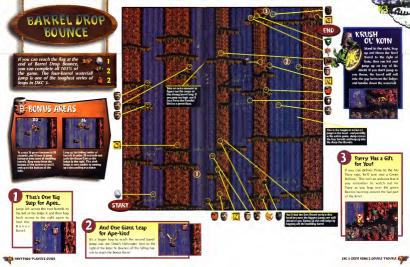
og the Red Selloce with your tener as technique. You'll have early a cou Leaconds to throw Divis before the





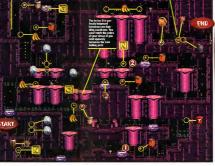














KLOBBER KOIN! when you finally reach the No Squitter sign near the end of the level. Stand on the right side of Koin, then leap up and toss the Barrel over the Kremline so it bounce rainst the left wall

Squitter's Road

This industrial strength level is unsafe for arachmids. There are hardly any places to detter or soin. When the mad ahead turns to molten metal, use Squitter's web platforms to build a bridge. Yap the A Button or L Button to launch the web, then tao it assen to set









AZOR

Benny Bear

1. Euzzer Barrage

Wrinkly's Save Cave Beuny's Chairlifts

4. Kong-fused Cliffs 5 Floodlit Fish

- 6. Pot Hole Panic 7. Swauky's Sideshow
- 8. Ropey Rumpus 9. Barbos's Barrier
- 10. Björn's Chairlift 11. Clifftop Cache



Buzz usually doesn't pose a problem for your avian friend, Squawks. However, in this level you will be transformed into the purple version of Squawks, who must use barrels to beat the baddies.

Purple Parrot Power

You'll have to use the purple Squawkes's shiftly to pick up haves to clear a path through the many Buzzes in this level. Remember that if you dop a barrel is will mill, cleaning, out enemies as its path. For example, you under the Buzzes to leave under the Buzzes to leave the Buzzes to prock out the Buzzes.



BONUS AREAS



in Recces with the replannel of the bettom of the compton the Bosser in pinck about it and don't of the essenties up in the offer course.



Bowling With Barrels Sometimes you'll need to carry barrels for a while before you reach the spot where you need

Sometimes you'll need to carry bimels for a while before you neach the spot where you need them Watch for the Kopters because they will break your barrel if they touch it.





op the barrel on the sen Eusz to clear

RAZOR RIDGE







method: climb like the monkey you are, Kiddy! The madness; the rope's on fire and it's a long way down!

Fright Rope If the more is the face, the Kones

re the bomb! Throughout this level wor'll have to climb as fast as you can to make sure that the flame at the



CLEAR OUT KOIN





















The floodwater runoff of Razor Ridge has collected in a dark cesspool at the base of the cliffs, Luckily, your goodie buddy, Enguarde, is here to help!

Pools of Light and Shadow
The biokurroscent bodies of the Glearuni Bream will light your way though parts of the level, but you'll have to prod them with Enguarder's security had to get from to done health.

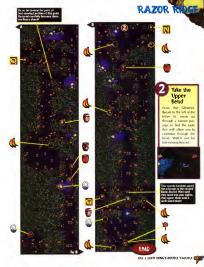


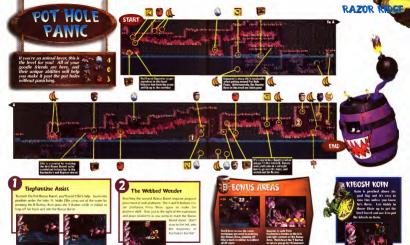




















5. Wrinkly's Save Cave

10. Sewer Stockpile









KAOS KORE



Throw the Steel Barrel against the right wall, then ride the Konveyor Rope over Koin as





pack here up and carry him to the right, past Krumole-Auto-fire Barrel, You'll find a Soutter Crate above. You'll need your aracherd ally to much the secon





CANNON TO KOIN Grab the Steel Barrel. humo up when the Boo

have to time your jumps into the ghostly Boo Barrels to get anywhere in this fright-fest.

toss it to the right while Control Pad. Time your iump and throw so you fall into the Boo Barrel after releasion the Steel Berrel. Run past the rolling Steel











































them and use them as a platforms Direc's Helicopter Som makes it easier on their shields. Sometimes you'll need to fure the Koindozes into a position where they can belo you reach a higher platform







KAOS KORE

































top of Koin's shield. If you throw

the barrel against the wall, you'll

crack his defenses.



KAOS KORE



The purple substance in this pipeline is poisonous but it won't kill you. Oh, no, it's far worse than that. It will reverse your play

Whenever the Kongs are in the water, the Left and Right directions on the Control Pad will be reversed. This will, of course, make it more difficult to maneuver between the many acustic cobacter in this fire!

POISONOUS PIPELINE

735 3 6 3 6 3 7









Kastle of Kruelty

It's a re-match with KAOS, the robotic ruler of the Kernlines or is all You'll be covine plenty of this duel is over. The final light with the last big. baddle has six basic phases. In each phase there is a slightly different sale soot, but in all you'll how to attack the harkfer's weak snot with a barrel. The challenge lies in dispensing the barrel, collecting it.



and setting in position to bean the

KACS, the quart robot from Mekanos, is back, but he hasn't recovered from the beating you gave him. To send him back to the scrop heap, such the harrel on the night side of the room and his have in the head with it. You'll have to wait for his honder nor let to ston finns before you dash underneath him. It's easier to hit him in the head if you hold Up on the Control Pad as you too.



PHASE 2: KAOS MK, IT

After the first list, KAOS will sprout a new head. This version of the robot will throw pernades at you, so take at out purckly. He it in the head again and the KAOS robot will be bauled away as junk, this time for good. Your battle is only beginning, as out from behind the curtain steps the true mastermind of all the trouble in the Northern Kremischere, Baron K. Roolenstein!





PHASE 3:

BARON K ROOLENSTEIN

The Baron doesn't really attack, he merely swoods back and while avoiding him. Pull the handles hanging from the certing. to get barrels. Hang out on the floor, duclors the Baron, until you are open to null the handle and make your attack. After





PHASE 4 DYNAMO ACTIVE

In Phase 4, the Baron well activate his electrical dynamos, sendine arcs of electrical

only way to get from one end of the lab to the other is to use the handles harging from the cryling. You'll find the harrelitiscensing handle on the left side and a side platform on the right side. Disde's Helicopter Spin makes at casy to jump over the Baron when you've on the handles.





MOVING PLATFORM

The Barry will provide you with a moving platform that moves from one side of the lab to the other in phase 5. The harmlidisneasons bandle as now on the right and the safe platform is on the left. You can safely ride the platform underneath the float-







PHASE 6

INTERMITTENT DYNAMO

In the final phase of lighting K. Ronleysteen, the electrical blast will are on and oil. It will stop just long enough to allow you to run the length of the room. There will be safe platforms on both sides of the room. Be sure to pull the handle right after the electricity stops so you have time to jump down from the platform and grab the burrel. If you drop it in the electricity. or on top of K. Roolenstein, it will brook to no effect. Hit the



WHAT Lost World;

Cimon* Of course there's a Lost World in DKC3*Eyou weren't lable to figure out is location from the limits deeped by Blander Box, here's an explanation of how to open the passage to Rematou, the Lost World of the Krentings You probably nonced four nodes in the water to the east of Mekanso Circle those nodes several times in your current Finally.

vehicle. This will open access to Krematoa and some of the most challenging action in the



more bang for your buck

Rematoa. Boomer's specially is blasting tool, which is why his beothers half an away in the Loat World. With all his explorate tory, he was simply soo diagnosus for the surface world' in order to enter the different levels of Keminton, you'll need to him Boomer to this! alway the rocky roadblocks. As a corn collector, Boomer worn! accept the corneron Boar Cons, though. He takes

only the eluane
Bonus Coins as
payment for his
services, and you'll
need the entire half
from all the levels
in order to open
every location in
the Lost World



KREMATOA

1, Boomer's Bomb Shelter Wrinkly's Save Cave

3. Stampede Sprint

4. Criss Kross Cliffs Tyrant Twin Tussle

6. Swoopy Salvo Z Rocket Rush

8. Knautilius



CRISS KROSS CLIFFS

A trigger-happy Bazuka sits at the bottom of Criss Kross Cliffs. If you time your leaps just right, you can bounce your way up the cliff on Bazuka's Steel Barrels.



Barrels to make Cliffs Use the Switch Barrels to blast away



KOIN SWITCHBACK

Koin's noggin so it rel him in the back, just the overhead Switch you journey onward.





B BONUS AREAS

regent split accion broom, acce you get the lang of azaka's rhythra, you con skip down at the leftpas without and bloom away. up into the eir to reach. cees Berrell Inside you'l) out a sworm of Kalkto claim your Bosus Coin. 9

START















It's tough to get around Kull 'w' Klout here, but if you jump along the banana trail when the Kremfirsts are on the ground, you'll have the best chance at setting over your problem.











progress through the level. Some Swoopy back will dive down and embed their beaks in the tree trunis. Use these back as stars as you climb into the forest canopy.

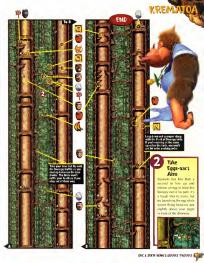














device is the way to clear Krematoa's deepest chasm.





the canson in the first half of the stage. You'll have to collect all of the Fuel Deums as you drop or your flight will be a bust You'll also burn less fuel if you lime the burn time on your





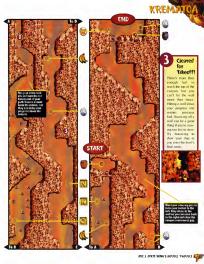


into a hole containing two Fuel Barrels and an Ignition Barrel the lengton Barrel senges the main engine. Veer right and follaw the banana trail up the carryon











BEYOND THE BEAR ESSENTIALS: WHERE TO FIND EVERYTHING

Barter Bear barel I heard you wanted to find everything. Why woold you want to do that? Nobody Flods everything! Well, except for that grump; ad age. Do you want to end up like him? Have about if we make a deal end you also me all your striff only.

THE BROTHERS BEAR

One of the features that sets Dankey Kons Country 3 apart from the previous games in the series is the exploration you need to do on the world map. In addition to going from place to place on the map, you'll need to go off the beaten track and interact with some of the inhabitants of the Northern Kremisphere. The most prominent citizens are of course the Brothers Rear You'll have to barter a wide variety of baubles with this hand of hears to find everything in the game





Razaar Rear

Bazzar Bruces the first bear brother you'll meet. He has a van-Luckely, Bear Costs are not hard to come by, and you will be against amount of the recommendation of the contractions very lone. Bazuar Buur also has information for sale, but none

of it is really indispensable



particularly useful, especially if you have this Player's Guidel

Blunder Bear

worlds from the deep! Keen youth, Blunder Bear throughout







THE BARTER SYSTEM

Buy the shell and mirror at Bazaar's General Store.

Give the shell to Barnacle Bear to get a Banana Bird.

Get the present from Blizzard Bear

Go to Rarter's Swan Shon and trade the mirror for the wrench

Give the wrench to Rivern Bear so be can fiv his chairtifts

Talk to Raffle Rear in Kaos Kore

Go back to Barter's Swap Shop and bey back the mirror

Take the mirror to Raffle so he will give you information about a hidden area

Go up the trail from Brambie's Bungalow and get the flower. Return it to him for a Banana Fird

Take the present to Bitte Bear He will give you a bowling ball.

Take the bowing ball to Bazooka Bear so be can fire his cannon.



LAKE ORANGATANGA BARNACLE BEAR The old salty sador bear, Barnacle, has entired to an island cabin in Lake Orangatanga

where he nutters away his time with his extensive collection of sea shells. Corncidentally, the one shell he needs to complete his collection is for sale at Bazzaii Bear's Ceneral Store. Purchase this shell and give it to Barnacle, and he'll give you a





KREMWOOD FOREST BRASHBEAR

Brash doesn't want anything from you, except perhaps for you to how down and

arknowledge has as the senatest athlete in the Northern Kromseduce. In fact Ready's prestest accomplishment is his record in Riverside Race. Beat his time, and he'll have a titanic tantnum, which will break loose a branch outside of his cabin. This branch will









COTTON-TOP COVE

BLUE BEAR

One Bear is burned because his birthday present hain't wrived yet. It turns out that Bitzzard Bec; in his base camp at KD, his been nowed in and hain't had a chaice to send to only it. Find Bitzzard, git the present and deliver it to Bitz. Hell be happy to finally have his gift, even if it wasn't exactly what he was boging for For cheming him such him all the youth persons. I send now booking him.







BRIGADIER BAZOOKA BEAR

command the old artiflery proce, Big Besse. He'd be delighted to line oil the cannon for you if you took him a sustable piece oil ammenition. It turns out that Blue Bear's bowling ball is the right size for Big Bessie's borrel. When Bazooka fires Big Besse. you'll be









BLIZZARD BEAR

Bluzzard Bear's Base Camp is a bit tricky to locate. Press Up from Lempsiin Lunge in K3 to find it. Since he's getting ready for his assault on K3, the highest peak in the Northern Kreminghere, Bluzzard Bear is going to mass the bithday porty of his friend, Blue Bear He would be happy if you would deliver his special present to Blue.







Ridge: Benny's lower lift is working fee, but Bjorn's upper lift is an need of repair. To get it up and running, take the mirror you bought from Bazara Bear and trade it to Barter Bear for the weech Bjorn's chainfast will then take you to the top of Razor Ridge. Clifting Cache, where you can find another barens land.











KAOS KORE BAFFLE BEAR

Built feet in a served again of the FBI Trush Data inscriptions who now white a very server and the property of the property







BOOMER BEAR

From the level with of Korman Samuel and Samuel and Samuel and Samuel Sa

you get for finshing the levels in Kermidos





A BUNCH OF BANANA BIRDS

If you look carefully you'll find crystal caves hidden throughout



four clusters of crystals inside the cavem corresound to the buttons on controller. When you enter vou'll hear a tune played on the crystals. Play that tune to release a Ranana Rird from cantivity. The more caves you complete, the more complex the patterns will hecome If you make a mistake you'll have to try the cave again this time with a different tune, as they randomly change every time

RARNACLE'S

ISL AN

vou re-enter.



HILL-TOP





CACHE













ROUNTY

BEACH



BOUNTY

SMUGGIER'S

COVE



UNDERCOVER



THE GRANDE FINALE!





CHALLENGE THE ALL-TIME GREATS!

After you complete the game by beating Baron K. Roolenstein in Kaos Kore, or by releasing the Queen Baruna Bird, you will get to see an ending

sequence. After the ending, you will see your ranking on the list of All Time Greats. In order to get the highest ranking on the list, you will need to heat Cranky Kone's necreptage and time of completion. Practice, and the detailed mans in this Player's Guide, will help you go through the same quickly. It is also possible to get more than 103%, but we'll leave it to you

A.			
	ALL TIN	E GREATS	
	I. TESTI		
3	Z. CRANKY	95:15	
e	3. FUNKY		
	4. TESTA	03:29	10967
	5. SHANKY		6357

SECRET BARREL!



BLAST OFF!

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